

- 4-set Horses Winning Chances, accepted All Bets, accept The Bet, are There Any Winners, honoured All The Bets, honour The Bets, accepted All Bet
- 5 summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests
- 6 startTheRace, getResults
- 7 waitForNextRace, unblockGoCheckHorses, goWatchTheRace, haveIWon, relaxABit
- 8 lastCheckHorses, unblockGoCheckHorses, goCheckHorses
- 9 placeABet, goCollectTheGains
- 10 proceedToStable
- 11 lastArrivedToPaddock, proceedToPaddock
- 12 unblockProceedToPaddock, unblockMakeAMove
- 13 proceedToStartLine, makeAMove, hasRaceFinished
- 14 setRaceNumber, setHorseState, setHorseAgility, setOdds
- 15 setBrokerState, setSpecatorState, setBetA, setSpecatorMoney
- 16 setSpectatorState, setBrokerState
- 17 setTrackSize, setHorseState, setHorsePosition, setHorseIteration, setHorseEnd
- 18 setHorseState, setSpecatorState, setBetS
- 19 initLog, setBrokerState
- 20 writeInString
- 21 Instatiation, openForWriting, openForAppending, writelnString, close

